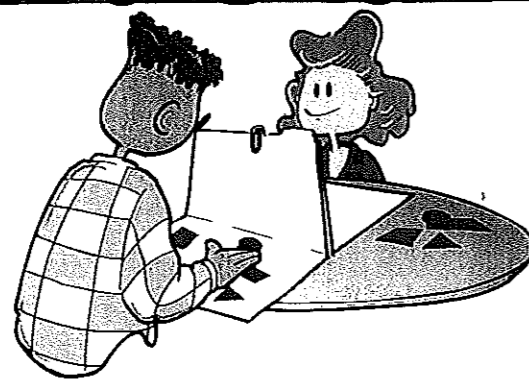
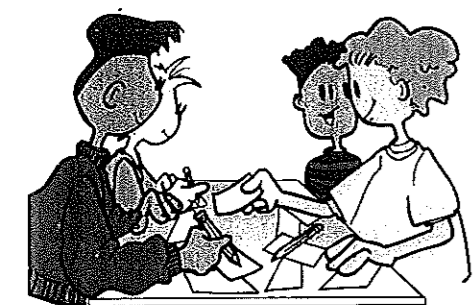


Taggart Structures for engagement

Hot Thoughts

Students brainstorm in teams. Teammates write 1 idea on a slip of paper, announce it to the team, and place it on the team table. The team tries to cover the table with ideas.

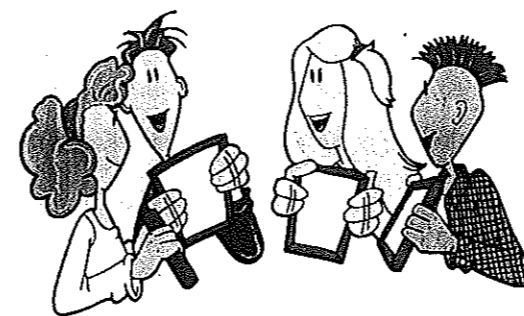


Match Mine

Partners are on opposite sides of a barrier. The Sender arranges gamepieces on a gameboard and attempts to direct the Receiver to match the arrangement.

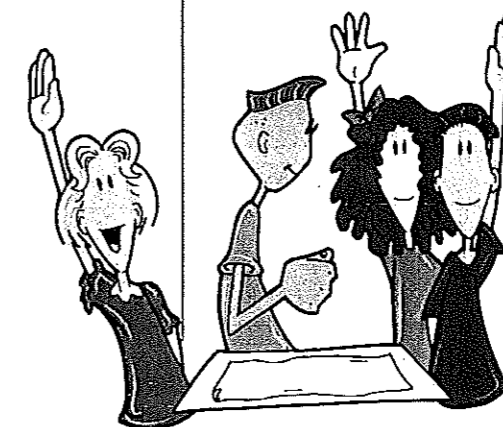
Mix-Pair-Share

The class "mixes" until the teacher calls, "pair." Students find a new partner to discuss the teacher's question.



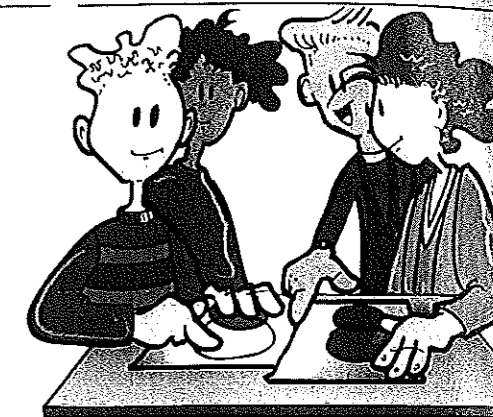
Numbered Heads Together

After writing their own answer to a question, teammates put their "heads together" to ensure all members can answer. The teacher then calls a number and students with that number share their answers.



One Stray

On each team, one teammate "strays" from his or her team to a new team to share information.



Pairs Compare

Pairs generate multiple responses to a question, then compare their answers with another pair. Finally, they team up to create additional solutions.



RoundRobin

In teams, students take turns responding orally.

Related Structures

- AllWrite RoundRobin
- Continuous RoundRobin
- Single RoundRobin
- Think-Write-RoundRobin
- Timed RoundRobin

RallyTable

In pairs, students alternate generating written responses or solving problems.



RoundTable

In teams, students take turns generating written responses, solving problems, or making a contribution to the team project.

Related Structures

- Continuous RoundTable
- RoundTable Consensus
- Simultaneous RoundTable
- Single RoundTable

RoundTable Consensus

Students must first check with teammates for consensus before they take their turn to write or make a contribution to the team project.



Showdown

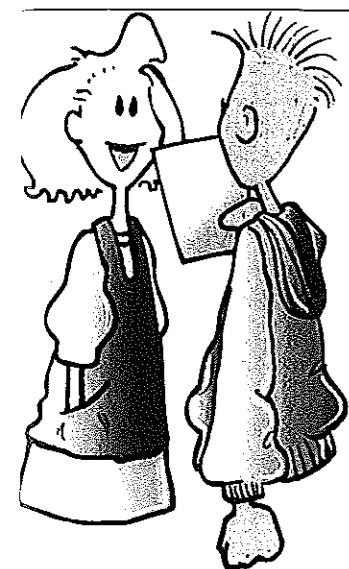


One teammate reads a question aloud. Students work independently to solve the problem, then show their answers when a teammate calls, "Showdown!" They then celebrate or coach.



Simultaneous RoundTable

In teams, students each write a response on their own piece of paper. Students then pass their papers clockwise so each teammate can add to the prior responses.



Quiz-Quiz-Trade

ing question cards,
idents quiz a partner,
quizzed by a partner,
d then trade cards to
eat the process with
ew partner.

RallyCoach

Partners take turns,
one solving a problem
while the other
coaches.



RallyRobin

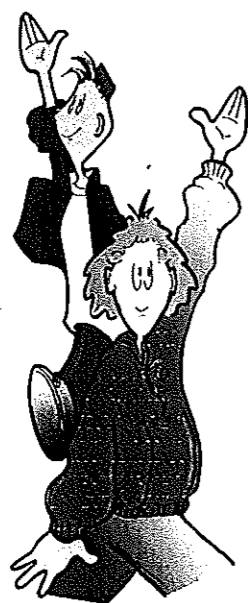
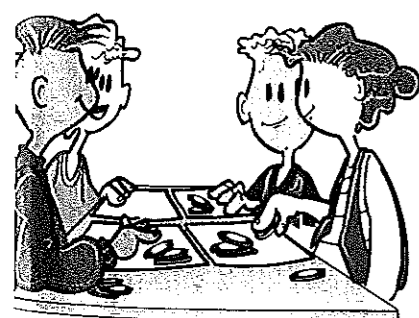
In pairs, students alternate
generating oral responses.

Related Structures

- RallyCoach
- RallyTable
- Simultaneous RallyTable

Spend-A-Buck

When faced with
a team decision,
students use
imaginary coins to
vote on their favorite
option. The option
with the most coins
is deemed the team
decision.



StandUp-HandUp-PairUp

Students stand
up, put their
hands up, and
quickly find a
partner closest to them
who is not a teammate.
Students share information
with their new partners.

Talking Chips

During a discussion,
teammates place
their chip in the
center each time they
talk. They cannot
talk again until all
teammembers have
placed a chip.



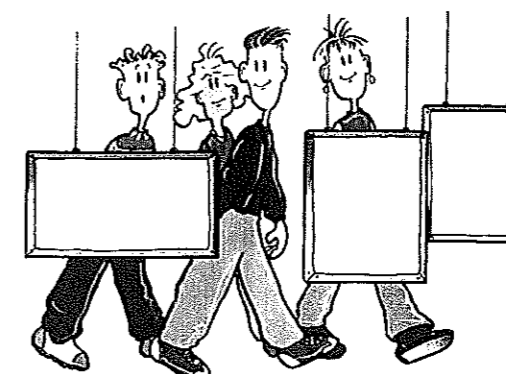
Kagan Cooperative Learning Structures

Kagan
KOLTS

Make teaching and learning more fun and successful with Kagan Structures for Engagement! This SmartCard includes 27 illustrated Kagan Structures to make cooperative learning a success in your classroom.

AllWrite RoundRobin

In teams, students take
turns responding orally. All
students write each response
on their own paper.



Fan-N-Pick

Teammates play a card game
to respond to questions.
Each teammate has a role
that rotates with each new
question:

- Student 1: Fans the cards
- Student 2: Picks and reads
- Student 3: Answers
- Student 4: Tutors or praises



Carousel Feedback

Teams rotate from project to
project to provide feedback
to other teams on a feedback
form.

Find Someone Who

Students
mix
about
the room
finding
others who
help them
learn content
or skills, or
who have certain
characteristics.

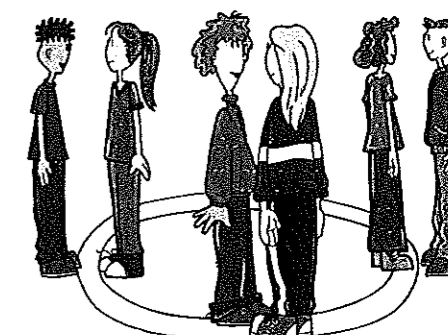


Find-the-Fiction



In teams, each
student writes three
statements: Two true,
one false. Students
take turns sharing
their statements.
Teammates try to
identify the fictitious
statement.

Inside-Outside Circle



In concentric circles, studen
rotate to face new partners
and then answer or discuss
teacher questions.

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